

Rule Changes made on 6/17/15: Clarified rule 5.B, games called by the umpire. Revised Run Ahead Rule (aka Mercy Rule) (5.C) to match ASA's Run Ahead Rule.

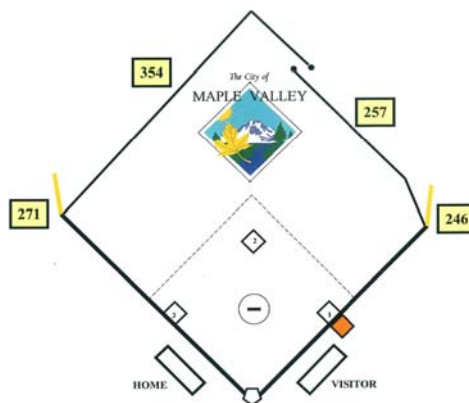


2015 ADULT COED SOFTBALL RULES

ASA Rules combined with these supplemental league rules developed by City of Maple Valley Parks & Recreation Department shall govern league play. Any questions or amendments to the league rules must be submitted electronically to the Recreation Manager.

Rule 1 – Definitions

- A. **Infield Fly Rule:** The Infield Fly Rule applies to a ball hit within the infield with fewer than 2 outs and runners on first and second base or on first, second, and third base. If a fair fly ball is hit, in the umpire's judgment that can be caught by an infielder, pitcher or catcher with ordinary effort, the batter is out regardless of whether or not the ball is caught.



Rule 2 – The Playing Field

- A. The following distances shall be adhered to during coed, slow-pitch play:
- Bases – 65' (19.81 m)
 - Pitching – 50' (15.24 m)
- B. **Optional Extra Base** – If the extra base is used, fielders trying to make an out at first base must touch the base on the inside of the playing field (typically the white base) while base runners must touch the base on the outside of the playing field (typically the orange base.)

Rule 3 – Equipment

- A. All players on a team shall properly wear uniforms that are alike in color and style. **Should a color conflict arise, the visiting team shall change.**
- B. All players shall have similarly colored uniforms with 4 – 6 inch numbers on the back; all players shall wear athletic shoes and metal or screw-in cleats are prohibited.
- C. Male batters shall hit the 12-inch softball while female batters shall hit the 11-inch softball.

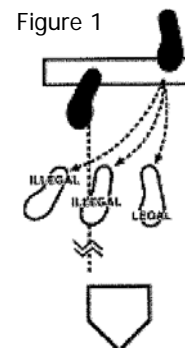
Rule 4 – Players & Substitutions

- A. All participants shall be 18 years of age prior to participating. Younger participants may play after receiving written permission from the Recreation Manager.
- B. Participants shall bring proper picture identification in case of a roster status challenge from the opposing team. Any participant who fails to prove his/her identity will not be allowed to participate.
- C. All participants must sign the official team roster and agree to conduct themselves according to the standards outlined in the Player's Code of Conduct.
- D. **Line-up Cards:** Team managers must submit their starting line-up to the umpire AT LEAST 5-MINUTES before the scheduled time of the game. Line-up cards must have the player's uniform number and full name to be accepted.
- E. **Minimum Number of Players:** Teams must start and finish all games with a minimum of 8 and a maximum of 10 defensive fielders.

- i. Teams must field a minimum of 4 female players at all times. If at any time a team falls below the minimum number of females, the game shall end in a forfeit.
 - ii. Teams may play defense with 9 players (5 males and 4 females) but may not play with 10 players unless the number of females is equal to the number of males.
 - iii. Teams unable to field 8 players may use a 10-minute grace period to try and field a legal team.
- F. Substitute/"Cross-Over" Players:** Males may play on only one team in the league. Females may play on one team in each division, if multiple divisions are offered. Teams may have only 2 cross-over females on the line-up card and all cross-over players must be indicated on the card with an asterisk.
- i. Males and/or females may be picked-up from teams within the same division only if the pick-up player equals the minimum needed to avoid a forfeit (e.g. 4 males, 4 females.)
 - ii. Teams may only pick-up 2 cross-over players, male or female, in all for any game.
 - iii. Players who have been picked-up from a team in the same division may not be used during the postseason playoffs.
- G. Postseason Eligibility:** Additional players may be added to the team roster at any point during the season. However, players must participate in 3 regular season games to be eligible for postseason play.
- H. Injuries and Substitutions:** During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call "DEAD BALL" and allow or seek first aid. **EFFECT:** Award any bases that would have been reached.
- i. A substitute may take the place of a player whose name is in his/her team's batting order. The team manager shall immediately notify the plate umpire at the time the substitute enters the game and the lineup may be contracted.
 - ii. Late arriving players may be added to the team's lineup at any time during the course of the game.

Rule 5 – The Game

- A.** A regulation game shall consist of 7 full innings or 1 hour and 30 minutes, whichever occurs first.
- i. No new innings may begin after 80 minutes unless there is no other game scheduled afterwards or the game requires extra innings to determine a winner.
 - ii. As daylight shortens later in the season, no new innings may begin after 65 minutes unless there is no other game scheduled afterwards or the game requires extra innings to determine a winner.
- B.** A game called by the umpire shall be regulation if 5 or more complete innings have been played, or if the team second at bat has scored more runs in 4 or more innings than the other team has scored in 5 or more innings. Games that are not considered regulation shall be resumed at the exact point where they were stopped. (Revised 6/17/15)
- C. Run Ahead Rule:** For coed slow pitch games, the Run Ahead Rule shall be enforced if either team leads by 20 runs after four innings or 12 runs after five innings. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning. (Revised 6/17/15)
- i. The **Flip/Flop Rule** will be used in Maple Valley. In the inning when the run rule is exceeded and the home team is losing, the home team will clear the bases, remain at bat and become the visiting team. If the team (new visiting team) does not score enough to reduce the run difference below the run rule, the game is over. If they reduce the run difference below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format.
- D. Extra Innings:** Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the last out of the previous inning being placed on second base. A substitute may be inserted for the runner.



Rule 6 – Pitching Regulations

- A.** Each batter shall begin with a 1 ball, 1 strike count and each batter shall receive 1 courtesy foul ball after receiving 2 strikes.

- B. All pitches shall arc between 6'-12'. Any pitch failing to meet these requirements will be called an "ILLEGAL PITCH" by the umpire and will count as a ball.
- C. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- D. **Switching the Game Ball:** Males shall hit a 12" softball while females shall hit an 11" softball. If a batter hits the wrong size softball, all base runners return and the batter must bat again without penalty added to the count.
- E. **Illegal Pitches (figure 1):** Pitches deemed illegal, by the umpire, shall be declared "ILLEGAL PITCH" yet the batter may choose to swing at any pitch. If an illegal pitch is batted, the ball becomes live immediately.
- F. **Intentional Walk:** If a male batter receives 3 straight balls without first receiving a strike, he shall be entitled to second base and the next female batter may choose to walk or bat.
 - iii. If the female batter elects to bat, the male batter shall remain on second base.

Rule 7 – Batting

- A. The batting order of each team must alternate in gender. Females may bat back-to-back but males cannot. The batting order delivered to the umpire must be followed throughout the game, unless a player is replaced by substitution.
- B. If an error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and legally assume any balls and strikes.
- C. **"NO DIGGING IN" Rule:** Batter's will not be allowed to dig in while batting. Any player digging in will be warned first and, if the player continues, he/she will be called out. This rule is to reduce the wear and tear in the field and is considered a safety issue.
- D. **Designated Fielder Who Doesn't Bat:** Designated fielders, players who play defense but do not bat, are prohibited. Players may choose not to bat (i.e. injury, etc.) but an out shall be recorded each time that player should bat. (Different than Rule 4, Section 7, A.)
- E. **Throwing the Bat:** Any player guilty of throwing the bat in a dangerous manner, in the umpire's judgment, shall result in an immediate dead ball and the batter shall be called "out" by the umpire. No base runners may advance during this situation.
 - i. Any player guilty of throwing the bat but not creating a dangerous situation, shall be warned after the play has concluded, umpire's judgment.
- F. **Illegal Bat:** If a batter uses an illegal bat, the batter shall be declared out and all runners shall return to the previous base. If an illegal bat is discovered during an at-bat, the batter must replace the bat with a legal bat.
 - i. If any additional player is caught using an illegal bat, that player will be ejected from the game and may face further punishment.
- G. **Legal Bats:** All models of bats used in the Maple Valley Coed Softball Leagues must be "Pure" single-wall, slowpitch softball bats. **Wood bats** may be used but are limited to the models described on the Approved Bat List.
 - i. All bats must be included on a list of approved bat models published by the Maple Valley Parks & Recreation Office and shall be designated with the approved City sticker prior to use.
 - ii. All double wall, triple wall, composite, two-piece, EST and PST model bats and bats that exceed 1.20 BPF are BANNED. All fastpitch and baseball model bats are BANNED.
 - iii. Bats not on the Approved Bat List but clearly within Parks & Recreation's playing regulations may be allowed following a direct inspection and ruling by the umpire.
- H. **Gender Encroachment:** No male fielder may cross in front of or call off another female fielder in order to catch a fly ball, in the umpire's judgment.
 - i. If encroachment is declared the batter shall be declared safe and all base runners shall advance one base without liability to be put out.
 - ii. The encroachment rule does not apply to batted balls within the infield, ground balls, or thrown balls.
- I. **Fence Opening in Right-Center:** Any batted ball that rolls between the fence opening between right and center field shall be declared a GROUND RULE TRIPLE.
- J. **Over-the-Fence Home Runs:** One player on each team may hit a home run, over the fence, per game and that player shall be the only player to hit a home run, over the fence, for the remainder of the game.
 - i. Any player hitting a home run, over the fence, who does so after a home run, over the fence, has already been hit, shall be declared out.

Rule 8 – Baserunning

- A. **Courtesy Runner:** A Courtesy Runner of the same sex may be used once per inning for a total of two (2) courtesy runners per inning, one (1) male and one (1) female; except in the case of injury. **The Courtesy Runner can be any player on the team roster, not just the last person put out.** If the Courtesy Runner comes to bat while on base, the runner is declared out and the runner shall bat.
 - i. A courtesy runner may not run for an existing courtesy runner except when replacing an injured player. **EFFECT:** The runner will be declared out and removed from the base.
- B. Any play, made by an infielder, at the orange base shall be declared illegal.
- C. **Slide or Surrender:** All base runners must slide or surrender to infielders attempting to make an out. Players who do not slide or surrender may be guilty of obstruction, umpire's judgment. **EFFECT:** Both the offending base runner and the batter may be declared out.

Rule 9 – Dead Ball/Ball In Play

Rule 10 – Umpires

- A. Maple Valley Parks & Recreation will provide professional umpires for all league games throughout the season. In the event of an umpire no-show, team managers may elect to play the game with the results counting toward the official league standings.

Rule 11 – Protests

See Points of Emphasis



POINTS OF EMPHASIS

Dugout Conduct: Managers are responsible for educating and controlling their teammates, fans, and bench personnel's verbal and physical actions at all times.

No Alcohol Allowed in the Park: Absolutely NO ALCOHOL IS ALLOWED IN THE PARK before, during, or after the game. If players are caught drinking by an umpire or City staff member, the player will be ejected, cited and fined by Maple Valley Police.

Playing under the influence of alcohol or any other substance that causes reaction times to slow is DANGEROUS. For this reason, participating in any Maple Valley adult league while intoxicated is dangerous to players on both teams and will not be permitted. **If in the opinion of the umpire or other authorized City personnel in attendance - any players smelling of or appearing to be intoxicated will be ejected from the game and required to leave.** Any further related disturbances can lead to the player or players being removed from the Park by Maple Valley Police and the team could face suspension from the league.

Rainouts: The Rainout Line will be updated at 4:00pm weekdays and 8:00am on weekends. If the Rainout Line recording states that games will be played, teams are required to come to the field regardless of the current weather conditions. Umpires at the field will make the official decision to rainout the game after the deadline. The Rainout Line phone number is (425) 413-6675.

Lightning Guideline: When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Play shall be suspended and everyone shall take shelter immediately. Once play has been suspended, a 30-minute countdown will begin where no thunder or lightning may be observed prior to resuming play. Any subsequent thunder or lightning after the beginning of the 30-minute count resets the clock and another 30-minute count will begin.

Rescheduled Games: When games are rained out the game shall be rescheduled for the next available date which could be any day of the week. If a team has requested a reschedule for one of their games once the official schedule has been posted, a **\$50 Reschedule Fee** will be charged to the team requesting the change. Games will be rescheduled only if (1) the fee is paid, (2) the opponent agrees to reschedule and (3) there is an open spot in the schedule. There will be no refunds or credits issued if the night is rescheduled due to inclement weather and the **Reschedule Fee** has already been paid.

Protests: Protests will be received and considered on the following items only:

- a. Failure to comply with rules
- b. Umpire misinterpretation of a playing rule
- c. Umpire failure to apply the correct rule to a given situation
- d. Umpire failure to impose the correct penalty for a given situation

When a team wishes to file a protest, the umpire at the field must be notified at the point the protest is being made. The team filing the protest **must submit a written account of the incident to the**

Recreation Manager before 5:00pm of the next working day. A \$25 non-refundable fee must accompany all protest reports.

Forfeits: If at any time during the game a team fields less than 4 female players, or 8 players in all, the game shall end and the offending team shall forfeit. All games that are forfeited prior to the start of the game shall be recorded as 7-0. If the team currently leading causes the game to be forfeited, the official score shall be recorded as 7-0. If the team currently trailing causes the game to be forfeited, the official score shall stand.

Any game that is forfeited prior to beginning may be played for fun **BUT ALL PLAYERS MUST BE OF AGE AND LISTED ON THE TEAM'S ROSTER.**

Any team that forfeits 3 games in one season shall be placed on probation for the remainder of the season and must meet with the Recreation Manager prior to participating in the next scheduled game. Teams with excessive forfeits may not be allowed to participate in the post-season playoffs or future leagues.

More information about No-Show Forfeits and the \$25 Forfeit Fee can be found on page 6.

Tie-Breakers: The following tie-breakers shall be used to determine league standings: (1) win/loss record between the tied teams, (2) total runs allowed, (3) run differential and (4) coin toss.

THREATENING ANOTHER PLAYER – ALL SPORTS: Any player verbally threatening another player ("I'll meet you in the parking lot") will be ejected from the game and suspended a minimum of one game. Threatening another player will also result in the police being called. Threatening another player has no place in the City of Maple Valley.



FORFEIT POLICY

Notification of a **No-Show Forfeit** must be phoned into the Parks & Recreation Department (425/432-9953) by 4:00pm weekdays or 4:00pm Fridays for games scheduled on weekends or holidays. It is the goal of the Parks & Recreation Department to have all scheduled games played. Teams are encouraged to explore every option necessary to avoid a forfeit.

No-Show Forfeits will be assessed a \$25 forfeit fee if the team fails to field the minimum number of players by the end of the "Grace Period."

General Forfeits will not result in a forfeit fee and could be declared for one or more of the following infractions:

- Using illegal players (i.e. players not on the roster, players using an assumed name or ineligible players)
- Misconduct by players, coaches, spectators, or team representatives before, during or after the game
- Using illegal equipment
- Failure to have the required number of players for the entire game (i.e. misconduct)

If notification is not received before the deadline, the team captain will be assessed a **\$25 forfeit fee** which must be paid before the team is eligible to play in the next scheduled game.

For all forfeits, the opposing team will receive a forfeit win. Any team with a NO-SHOW forfeit will automatically drop to the bottom of any tie breaking situations in league standings. Teams with multiple forfeits (2+) of either variety may be dropped from the league without a refund.

FORFEITING TEAMS MUST RECEIVE E-MAIL CONFIRMATION FROM THE PARKS & RECREATION DEPARTMENT TO AVOID THE \$25 FORFEIT FEE!



ILLEGAL BATS

Only single wall bats shall be used in the City of Maple Valley Parks & Recreation's Adult Coed Softball League. For safety reasons the league prohibits the use of multi-wall, titanium, composite, multi-layer, multi-shell, sealed air chamber, rebel, outlaw, two piece or fast pitch bats.

Managers and players of the team are responsible for ensuring that no one uses an illegal bat. Bats must remain in plain view so the other manager can check the bats prior to the start of the game.

All bats must meet the league bat rule and have an **APPROVED LEAGUE STICKER BEFORE** it can be used in any league game. If a bat is not listed on the "Approved Bat List," the bat must be inspected by the Parks & Recreation staff during regular office hours and cannot be approved at the field.

All wooden bats will continue to be approved for play regardless of whether they bear an ASA approved certification mark or are included on a list of approved bats published by ASA.

For further questions regarding bats, please contact the league coordinator.

Maple Valley Parks & Recreation

League Coordinator: Bobby Quick . 425/432-9953 . Bobby.Quick@maplevalleywa.gov